EmuMovies

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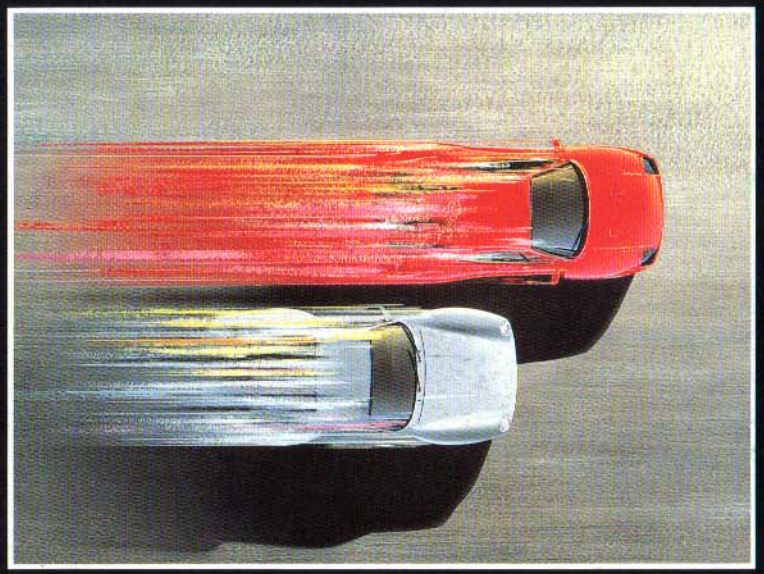
The Duel
TEST DRIVE II™



INSTRUCTION BOOKLET

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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Credits

Developer:	Distinctive Software, Inc.
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Producers:	Pam Levins, Hanno Lemke
Associate Producer:	Robert Daly
Artists:	Jackie Ritchie, Ian Verchere
Music:	Alistair Hirst, Kris Hatlelid
Tester:	Joel Dinolt

Original version of The Duel: Test Drive II designed and developed by Distinctive Software, Inc. The Lamborghini™ Diablo™ in this game is produced under license from Automobili Lamborghini S.p.A

INTRODUCTION

Here's a daydream for you: Imagine yourself at the wheel of a silver gem known as the Porsche 959®. The world's fastest production car... or so you've been told. You're cruising the desert floor at 125 MPH. Not a cop in sight. You feel invincible, untouchable.

Suddenly, there's a blur in the passing lane.

Rocketing past in a red haze of automotive harmony is the legendary Ferrari F40® — as sleek a piece of Kevlar and carbon-reinforced plastic as ever rolled off a production line. Or no... maybe it's the aggressive yellow snout of a Lamborghini Diablo, Italy's $200,000 answer to the F14 Tomcat. Or maybe, just maybe, it's another silver Porsche. Your evil twin, say.

You put your pedal to the metal and pull even. The other driver glances at you. He smiles... then roars ahead. You shift. Time to explore the depths of that famous Porsche 6th gear.

The Duel is on.

Now open your eyes. You're not dreaming anymore. Here they are: Porsche, Ferrari, Lamborghini. Each one exotic, powerful, with a furious splendor approaching natural beauty. Pick your car, pick your opponent. Then rocket head-to-head down desert chutes, around death-defying mountain curves, through city outskirts.

GETTING STARTED

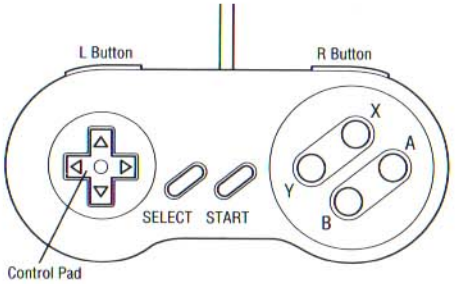
Loading Instructions

1. Make sure the power is **OFF** on your Super Nintendo Entertainment System®.
2. Insert *The Duel: Test Drive II* Game Pak into your system by following the instructions in your system manual.
3. Plug a controller into port 1.
4. Turn the power switch **ON**. If nothing appears on screen, re-check your Game Pak to be sure it is inserted securely.
5. Press **START** (or **A Button**) after viewing the title sequence to advance to the Main Menu.

The Controller

Before you begin playing *The Duel*, take a minute to familiarize yourself with the layout of the controller.

GAME CONTROLS

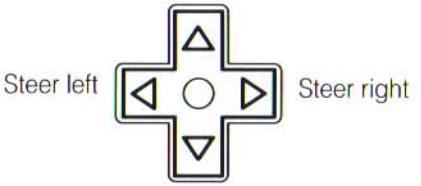


How to Drive

To drive your sportscar, refer to the diagram below:

> **Note:** The controls listed below are the default settings for *The Duel*. You can change this control configuration. To learn how, refer to the Control section.

Control Pad



L Button: Downshift

R Button: Upshift

X Button: Horn

A Button: Throttle

B Button: Brake

Other Controls

START: Pauses and unpauses a game during race/or advances a screen in the menus.

B Button: Backup a screen

START to pause then **SELECT + X Button:** Quit

MAIN MENU

After the title screen appears, you can press **START** to skip over the credits to the Main Menu Screen. Then use the Control Pad to highlight the menu item you wish to select, and press **START** to select it. Menu items are as follows:

Game Options

View the option settings, then press-▲/▼ on the Control Pad to highlight any setting you'd like to change. The option settings are listed below.

Level of Difficulty

There are four difficulty levels. Press ◄/► on the Control Pad to highlight the mode you want:

- **Rookie (auto-shift)**. Ease into *The Duel* with this mode. Automatic transmission lets you focus on getting a feel for the road. This is the default mode.
- **Auto-shift**. Intermediate mode. No shifting yet and your opponent is tougher.
- **Manual-shift**. Advanced mode. Shift the gears yourself, and keep an eye on that tachometer!
- **Pro (manual-shift)**. Most difficult mode. Manual transmission, aggressive cops and world-class opponents.

Controls

Choose to control your accelerator, brake, up-shift, and down-shift from three different configurations. Press ◄/► on the Control Pad until the configuration you want is displayed.

Music

Press ◄/► on the Control Pad to toggle between one of three different soundtracks or **none** for no music.

Stereo

Press ◄/► to toggle between Stereo and Mono.

When the options are all set the way you want, press **Start** to return to the Main Menu.

Play TDII

When you choose this option from the Main Menu, you are taken to a series of screens where, in order, you select your car, your opponent, and your scenery for the race.

Select Car

Press ◄/► on the Control Pad to scroll through the following choices, then press **START** to select one:

- **Porsche 959.** Is it truly the production zenith of modern automotive engineering? Get this silver rocket up to 197 MPH on a straight stretch of road. Maybe the answer will come to you.
- **Ferrari F40.** Anything that can put a quarter-mile behind you in 12.0 seconds should be considered a ballistic weapon. Yank that wheel... and find out what the pit of your stomach feels like, cornering at over 100 MPH.
- **Lamborghini Diablo.** Car lovers regard the Diablo with the kind of hushed awe usually reserved for things like, say, active volcanoes. At its heart is a snarling, 48-valve aluminum V-12 engine ready to erupt. Exotic, powerful, and oh, so Italian.

Press ▲/▼ on the Control Pad to scroll through each car's specifications.

Select Opponent

Press ▲/▼ ◄/► on the Control Pad to highlight your opponent, then press **START** to select it. Race against a computer-driven version of any of the three cars — Porsche, Ferrari or Lamborghini. Or you can choose to race against the clock by selecting the stopwatch.

Select Scenery

Press-▲/▼ on the Control Pad to highlight **Desert Blast** (easy), **City Bound** (medium), **East Coast** (hard) or **West Coast** (hardest), then press **START** to select it.

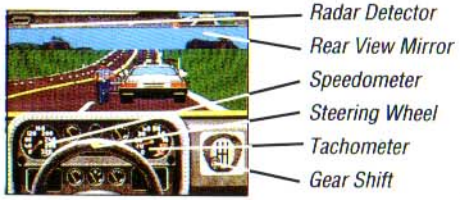
- **Desert Blast:** Straight roads, few off-road objects, and an all daylight drive make this route the easiest of the four.
- **City Bound:** This route features a slightly windier road and more off-road objects than Desert Blast. One section of the route must be driven in the dark.
- **East Coast:** Half of this route must be driven in the dark or rain. In addition, the road is windier and even more off-road objects appear.
- **West Coast:** You'll see it all here: rain, snow, darkness and winding roads, not to mention a multitude of off-road objects.

High Scores

Select this option from the Main Menu and press **START** to view the top scores.

THE COCKPIT

Before you start dueling, it might be a good idea to get acquainted with your car's instrumentation.



Tachometer

Registers the revolutions per minute (RPMs) of your drive shaft. The bigger the number, the harder your engine is working. If you work it too hard, or "red line" — that is, push the needle into the red area — you'll blow all your precious horsepower right out the tail pipe (watch for smoke in the rear view mirror).

Note: You can only blow your engine in the Manual-shift or Pro levels.

Steering Wheel

Turns the car left or right. The dot at the top of the wheel moves to show which direction your car is turning.

Radar Detector

A blinking light means it's on. If the light flashes and beeps, slow to the speed limit, because lurking nearby is your worst nightmare: A state trooper with (1) an attitude and (2) a shortfall on his weekly ticket quota. Of course, you could try to outrun the smokey. But you'd better be good.

Speedometer

Measures your speed. For the European-made cars, it's measured in KPH (kilometers per hour). Here's a chart to help you convert KPH into MPH (miles per hour). One KPH equals about .62 MPH.

KPH = MPH	
100 = 62.0	240 = 148.8
120 = 74.4	260 = 161.2
140 = 86.8	280 = 173.6
160 = 99.2	300 = 186
180 = 111.6	320 = 198.4
200 = 124.0	340 = 210.8
220 = 136.4	360 = 223.2

Dots at the Top of the Screen

These are moving dots (three are possible if you are racing an opponent, two if you're racing solo against the clock). They move across the top of the screen during each leg of a race, starting at the left side at the beginning and ending at the red gas pump icon which represents the gas station (the finish line of that leg.) The dots represent the cars in the race — your's, the computer's and the cop's. You are always the top dot (red = Ferrari, yellow = Lamborghini, white = Porsche) followed below by the computer (red, yellow or white) and the gendarme (he only appears when he's in pursuit, and is white). The dots quickly show you how much race is left, and how you're doing relative to the competition.

Rear View Mirror

Monitor it well. Especially at higher levels, watch out for your zealous opponent. A keen eye to the glass will help you keep on any smokies, too.

HOW TO DUEL

After you choose your course from the Select Scenery screen, you are automatically taken to the spot where you begin *The Duel*. If you are racing against an opponent, you will see him hunkering in the rear view mirror, just waiting to rocket past you.

Routes

There are five different sub-routes in Desert Blast, six in City Bound, seven in East Coast and eight in the West Coast course.

Accelerate

If you're in either Rookie or Auto-Shift mode, just press the accelerator button (default is the **A Button**). Your car will automatically shift up and down. But if you're in either Manual-Shift or Pro mode, pop it into 1st gear, then press the accelerator button. After that, shift up or down appropriately, as you would a real car.

Gears

To shift up, press the **R Button**. To shift down, press the **L Button** (default setting). (Remember, this only applies if you are in the Manual-Shift or Pro modes). Be careful, though. If you "red line" (push your RPMs up into the red zone of the tachometer), you could blow your engine

> **Note:** The Porsche has six gears, the Lamborghini and Ferrari each have five.

Lives

You start with five (5) lives, which is less than a cat gets, but still pretty generous. You lose a life every time you crash, blow an engine or run out of gas. In Auto-Shift mode, you gain a life if you average 120 MPH or better on a section. If in Manual-Shift mode, you'll gain a life by just completing a section with a clean run (without crashing, getting a ticket, or running out of fuel).

Penalties

You're given a 20-second penalty (added to your overall time) each time you crash, blow an engine, or run out of gas. If you average less than 65 MPH on any section, the game will be over as soon as you reach the gas station.

Damage

Obstacles on the sides of the road will cause damage to your car. If you continually drive over these obstacles, your car will be damaged beyond repair, and you will lose a life.

Police

Cops are everywhere, man. A cop will chase you until you either outrun him or he passes you. If caught, you must stop and get a ticket. (Not a good thing , because the clock is running, and you lose valuable time. Not to mention what it does to your insurance rates!) Be careful! If you crash into the rear of a cop who's pulling you over, the game's finished. Unfair? Hey, that's justice.

Fuel

When you see a blue sign with a gas pump on it, start thinking about filling up. When you see the stop sign, then the gas station on the right hand side of the road, brake to a stop as close to the gas station as possible. Make sure you're past the stop sign, but if you drive too far past the gas station, you'll lose a life.

Resurrections

After each crash or penalty, press any button to continue the race. If you run out of lives... well, cheer up, even Rome fell.

SCORING

Score Screens

Gas stations mark the end of each section. Scrolling at the bottom of this screen is a short summary of your performance in the section you just finished. Press any button to advance to score screens.

Section Review Screen I Displays:

- The length and number of the section just finished
- Your time and any penalty time in the section just finished
- Your top and average speed for the section just finished
- Your score from the section just finished and total score through the section just completed
- Your opponent's time and any penalty time in the section just finished
- Your opponent's top and average speed for the section just finished
- Your opponent's score from the section just finished and total score through the section just completed

Section Review Screen II Displays:

- The length and number of the section just finished
- Your time and any penalty time in the section just finished
- Your top and average speed for the section just finished
- Your score from the section just finished and total score through the section just completed
- The top speed run thus far on the section just finished (this number is reset to zero each time you power up your system
- The highest score thus far on the section just completed (this number is also reset to zero at power up

Press any button to continue on to the next section of the course.

Joining the High Score Screen

If you have one of the six highest scores played on your *Duel* Game Pak, a screen appears where you can enter your initials — up to 3 characters. Here's how:

1. Note the first letter "A" highlighted in the slot for your initials. Press ▲ to scroll forward through the characters (or ▼ to scroll back) until you find the one that matches the initial you want to enter.
2. Then, press ▶ to highlight the next character. Again, press ▲ to scroll forward through the characters (or ▼ to scroll back) until you find the one you wish to select.
3. Continue this process until your initials are entered the way you want, then press **START** to see your name up there with the best of the best.
4. Press **START** to return to the Main Menu.

Customize Car Screen

While racing, you can set up your car in seven ways from the Customize Car screen. To activate this screen, you'll need a second controller plugged into port 2. Press and release the **L Button** and **R Button** simultaneously on the second controller while on the Driving screen to bring up the Customize Car screen. Press ▲/▼ on the Control Pad to move from option to option. Press ◄/► on the Control Pad to scroll through the available settings in each option.

- **Auto-Shift:** Turn Auto-Shift on or off
- **Car height:** Get a different perspective of the road by raising or lowering your car suspension
- **Drag coefficient:** Determines wind resistance on your car. The higher the number, the less the resistance, and the faster your car will go
- **Brake coefficient:** The higher the number, the quicker your car will come to a stop
- **Acceleration coefficient:** The higher the number, the faster your car will accelerate from 0 to 60
- **Maximum G-force:** The higher the number, the better traction your tires will have. (How fast your car corners without spinning out)
- **Scrub rate:** The higher the number, the more speed your car will lose while skidding

When all of your selections are made, press **START** on the second controller to resume driving. These options reset after every game.

CUSTOMER SERVICE

90-Day Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this Game Pak that the Pak will be free from defects in materials and workmanship. A defective Game Pak which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8AM and 5PM (Pacific Standard Time) Monday through Friday. Please Do Not send your Pak to Accolade before calling Customer Service.
3. If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective Pak (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your Pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade
Customer Service
5300 Stevens Creek Blvd. #500
San Jose, CA 95129

After the 90-day period, a defective Pak may be replaced in the United States for $15 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the Game Pak, not other materials.)

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